

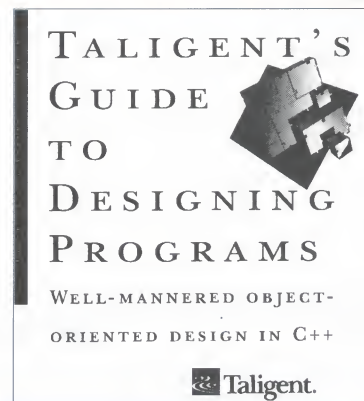
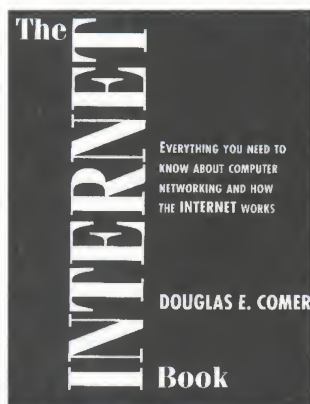
NEW BOOK BULLETIN

Fall 1994

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In This Issue

- Five new PowerPC and Power Mac books, page 2
- 114 new computer books reviewed by our staff

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Internet

The Internet Book: Everything You Need to Know about Computer Networking and How the Internet Works

Douglas Comer, Prentice Hall, 287 pp., \$24.95

More than any other, this publication answers the question "What is the Internet?" in the broadest sense. Presents history of networking, birth, adolescence and explosive growth of the Internet, and guides you through Internet lore, custom and technology. All are explained here: Archie, Gopher, Veronica, World Wide Web, Mosaic, ftp, Telnet, Wide Area Information Service, email, bulletin boards, audio and video communication and the global digital library. Completely nontechnical, intended for a wide audience ready to "surf the Internet on the Information Highway and connect with the global village". Dr. Comer is with Purdue University, is active in the development of the Internet and has authored books on Internet protocols. —RD Order no.

DC606050

Using Subject Headings for Online Retrieval: Theory, Practice and Potential

Karen Drabenstott/Diane Vizine-Goetz, Academic Press, 365 pp., \$55.00

This tool for online system designers describes the evolution and characteristics of the Library of Congress Subject Headings. Not a subject heading or classification listing, but a reasoned analysis of online search successes and failures. Analyzes which user queries will likely succeed and why, and which will fail. Discusses types of queries, choosing approaches to searching, search trees and the future of online searches. A good reference for generalized online search techniques and for designing user-friendly information retrieval systems. —RD Order no.

DC576037

(More Internet books on page 3)

Software Engineering

Taligent's Guide to Designing Programs: Well-Mannered Object-Oriented Design in C++

Taligent, Addison-Wesley, 152 pp., \$17.95

IBM, Apple and HP own Taligent, the system software company that created this elegant guide to object-oriented C++. The principles expressed here are used by Taligent/IBM/Apple/HP designers. They are based on real-world experience. Some examples are specific to Taligent, but veteran C++ programmers will find that many of the guidelines apply to any object-oriented C++ system. There are useful tips on classes, designing for performance, and design problems (object bloat, structification, "modulitis", and encapsulation leakage). A stimulating chapter gives rules for writing C++ code to make it more portable across different hardware platforms. In the same vein as Scott Meyers' classic *Effective C++*, and not for beginners. —VE Order no.

DC604619

Object Development Methods

Andy Carmichael, editor, SIGS Books, 347 pp., \$39.00

Have you ever wondered what the difference is between different object oriented methods or which method you should choose (without buying five to ten different methodology books)? Then consider this book. It discusses the major concepts of top methodologies including Booch, Rumbaugh, Jacobson, Coad/Yourdon, and many others. Excellent book to help you choose a method or for becoming familiarized with other methodologies. Chapter authors include Grady Booch, Ivar Jacobson, Larry Constantine and others. —RR Order no.

DC600415

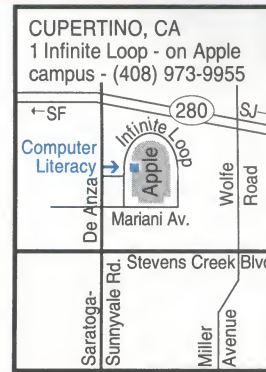
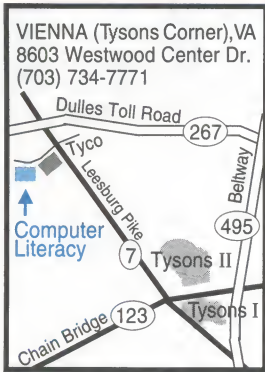
(More Software Engineering books on page 11)

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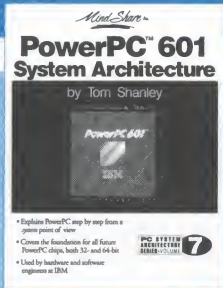


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Power PCs and Power Macs



PowerPC 601 System Architecture

Tom Shanley, MindShare Press, 732 pp., \$44.95

This is by far the most informative and most insightful book to date on the PowerPC architecture. It is divided into two halves. The first half explains the specification upon which all PowerPC processors are designed, not just the 601. It starts with an overview of PPC system design and subsystems relationships. Then it describes the specifications for both 32- and 64-bit processors. The second half focuses specifically on PPC 601 and tells how it fits the specification and where it deviates from spec. It completely describes the structure and operation of the 601's bus, extremely important information which is NOT included in the PPC specification and has not been covered in any other book to date. Hardware designers, OS programmers and application programmers will find this book to be clearly written and exceptionally well-organized. The author has taught PPC systems architecture classes to hundreds of IBM hardware and software designers and programmers. —VE Order no. DC586710

PowerPC: A Practical Companion

Steve Heath, Butterworth, 388 pp., \$24.95

An introduction for programmers to the PowerPC 601 and 603 chips and PPC architecture. Points out some differences between programming for CISC architecture (i.e. x86) and PPC. 57% of the book lists the PPC instruction set, one per page, with comments. Useful for PPC newbies. —VE Order no. DC584179

PowerPC Architecture: Specification for a New Family of RISC Processors, second edition

May, et al., eds., Morgan Kaufmann, 518 pp., \$54.95

This edition of IBM's actual specification for the PowerPC chip family has some new information—not much—but is greatly reorganized and costs about \$20 less (!) than the first edition. It covers the instruction set, the virtual environment and the operating environment for this chip. —VE Order no. DC552299

POWER & PowerPC: Principles, Architecture, Implementation

Shlomo Weiss/James E. Smith, Morgan Kaufmann, 408 pp., \$54.95

Weiss and Smith provide an in-depth exploration of the POWER and PowerPC systems. The first part deals with the POWER architecture and the POWER1 implementation. It covers pipelines, implementation, cache memories and an overview of POWER2. The next part discusses the PowerPC architecture and the PowerPC 601 implementation, covering pipelines, floating-point units, and support for multiprocessing. Compares PowerPC 601 and Alpha 21064 and the IEEE 754 floating-point standard. —AA Order no. DC552304



Power Macintosh Programming Starter Kit

Tom Thompson, Hayden Books, 418 pp. + CD-ROM, \$39.95

Using Metrowerks CodeWarrior interactive development environment, this book teaches novice-to-intermediate programmers Mac and Power Mac programming in C. Shows how to write one set of source code that works with both 68K and PowerPC (PPC) Macs, and how to use the Mixed Mode Manager to switch between 68K and PPC code. Lightly touches on porting existing Mac C code to the Power Mac. Includes a CD-ROM (for Macs and Power Macs) with sample code and a limited version of Metrowerks CodeWarrior environment and compiler that will only work with the sample files on the CD. Clearly written, if sometimes simple, this book is a good teacher. —VE Order no. DC581513

About This New Book Bulletin

The *New Book Bulletin* gives you short reviews of noteworthy new books we have just received in our stores, within the last four months.

Titles are selected for review from the hundreds of new computer and electronics books published every month. Our staff and customers identify titles worth reviewing.

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fluff. We try to help you make sense of the avalanche of computer books cascading off the presses. Which ones are useful for you? How do different books on a topic compare?

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Information Infrastructure Sourcebook, Version 3.0 (2 volume set)

Brian Kahin, editor, JFK School of Government/Harvard Univ., 1,078 pp., \$70.00

Released in April 1994, this is the third update of this compendium of official policy documents on information infrastructure, including the Internet. Vol. 1 (573 pp.) covers documents before Sept. 15, 1993, and Vol. 2 (505 pp.) begins Sept. 15, 1993, the date the Clinton administration's *Agenda for Action* was published. The five sections are: historical policy documents, vision statements and position papers, program and project descriptions, reports, and pending legislation. —TR Order no. DC597921

The E-Mail Frontier: Emerging Markets and Evolving Technologies

Daniel J. Blum/David M. Litwack, Addison-Wesley, 475 pp., \$46.25

Acknowledging that email is too large to encompass in one book, the authors do extensively cover well-chosen topics. Includes overviews of electronic messaging and commerce, emerging markets for EDI messaging, mail-enabled applications, workflow automation, architectures and functions, standards and standards bodies, and recommendations to establish or expand email systems. This book is an excellent tool for the manager, the developer, or the systems analyst choosing an email system or provider. —LL Order no. DC568754

Internet Directories

!%@:: A Directory of Electronic Mail Addressing and Networks, fourth edition

Donnalyne Frey/Rick Adams, O'Reilly, 640 pp., \$9.95

Out in June, the fourth edition of this directory lists over 210 networks (research, educational, commercial), with many of the world's second- and third-level domains. Adds many networks not in the third edition. Note the new low price! (\$9.95) —TR Order no. DC603348

Internet Access Providers: An International Resource Directory

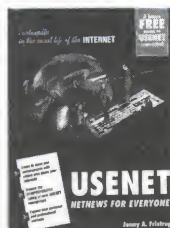
Greg R. Notess, Mecklermedia, 309 pp., \$30.00

Listings of more than 150 Internet access providers in the U.S., Canada, and other countries, current as of 1993. Emphasis is on low-cost dial-up accounts that offer full interactive Internet connections. There are listings for SLIP, PPP, and dedicated line connections, too. For each listing it tells you contact info, type of connections offered, rates, services, and system information. Does not go into depth explaining how to decide which provider to select. Most data was submitted by the providers. —RM Order no. DC554364

USENET: Netnews for Everyone

Jenny A. Frisrup, Prentice Hall, 398 pp., \$24.95

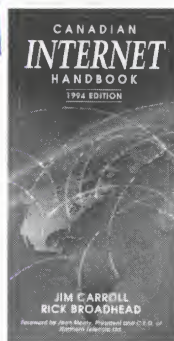
This introduction focuses on the popular USENET newsgroups. Explains what USENET is, how to access it, and how newsgroups work. Lists many of the newsgroups. Also lists FAQ lists for each. The newsgroup listing is comprehensive without being intimidating. Includes the article, "What is USENET?/Part 1" by Chip Salzenberg. Highly recommended if you are looking to access USENET. —PatP Order no. DC606066



Secrets of the Super Searchers

Reva Basch, 8 Bit Books, 235 pp., \$39.95

Interviews with 23 of the world's best online searchers with personal insights on the realities of online searching. —FB Order no. DC596509



Canadian Internet Handbook

Jim Carroll/Rick Broadhead, Prentice Hall, 415 pp., \$16.95

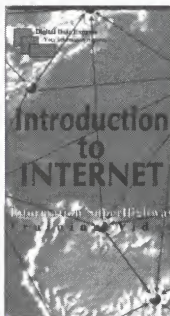
If you have or are investigating Internet access in Canada, this book has many resources for you. It covers the different service providers in Canada, listing fees, capabilities, and most importantly—their service areas. For

the new user, there are about 150 pages on how to use the Internet. Nearly half the book is listings of providers based in Canada. There is also a short section on U.S.-based providers which could be beneficial to folks who are looking to get on the Internet in the U.S. Also contains a directory of Canada-related resources available on the Internet. —JR Order no. DC593581

Introduction to Internet

Digital Data Express, 60-minute VHS videocassette, \$49.95

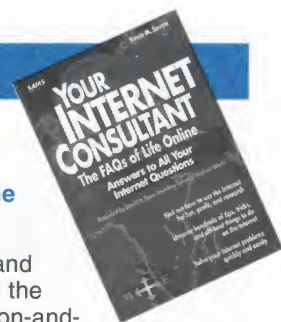
One hour of introductory training hosted by Netcom, an Internet access provider. This VHS video explains standard terms of the Internet such as logging in and out, WAIS, WWW, ftp, SLIP/PPP connections, IRC, Telnet, gopher, archie etc. It shows you how to Telnet into another computer, browse using gopher, veronica, and ftp. Good visual introduction to the Internet, and useful training aid. —ED Order no. DC603678



Your Internet Consultant: The FAQs of Life Online

Kevin Savetz, Sams, 550 pp., \$25.00

An entertaining and informative book on the Internet, in a question-and-answer format. The author tracked down answers to Frequently Asked Questions (FAQs, to the netwise) from the net. He cleaned them up and polished them considerably, adding answers from experts on different topics. (For example, someone from the Jet Propulsion Laboratory covers using MUDs to conduct astronomical research.) Questions are arranged according to subject: how the Internet works, email, USENET, privacy/security, finding info, games, etc. A short but good chapter covers business on the net. (Listing Computer Literacy Bookshops as a resource, of course!) —VE Order no. DC595416



For Internet Trainers

Introducing the Internet

Lee David Jaffe, Library Solutions Institute and Press, 92 pp., \$30.00

For trainers, this is a fast-track way to produce an instructional program. This Internet training guide for holding live workshops includes 3 hours of lectures you can adopt or adapt, with premade presentation slides for overhead projector, handouts. Has a placeholder for online demonstration, with suggestions, yet essentially leaves the actual "how-tos" (demo and discussion) up to you—the trainer. Gives example of how to modify slides to fit your specific needs. Lecture topics hit the big basics: what is the Internet, how to get connected, network addressing, email, ftp, Telnet, gopher/WAIS/WWW. —TR Order no. DC592478

All About Internet FTP: Learning and Teaching to Transfer Files on the Internet

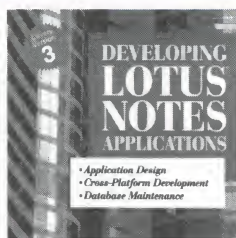
David F.W. Robison, Library Solutions Institute and Press, 90 pp., \$30.00

For trainers, workshop-style lectures you can mold to your needs. Includes presentation slides for overhead projector, class handouts with exercises, and lesson plan. Focused on ftp: what it is, how it works, ftp client software, locating files, browsing, and archie. Demo exercises include: getting a file, reading a text file without transferring it, getting a program in PKZIP (DOS), getting a font (Mac), locating and getting a GIF file. Outlines parameters of what you need to learn before you train others! —TR Order no. DC592499

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Developing Lotus Notes Applications

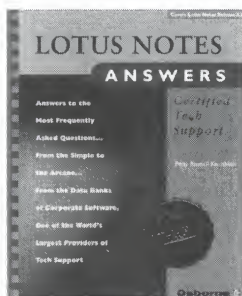
Carolyn Kraut, Wiley, 508 pp., \$32.95

Presents a comprehensive strategy for developing and implementing applications. Explains database planning/maintenance, file creation, macros, online help, security, and ten functions (string, mathematical, logical, document statistics etc.). Covers developmental issues including user interfaces, database size limits, design synopsis and cross-platform development. Focus is on Lotus Notes version 3 in the DOS/Windows OS/2 environments. Not a tutorial for novices; familiarity with Lotus Notes is helpful. —RD Order no. DC567279

Lotus Notes Answers: Certified Tech Support

Polly Russell Kornblith, McGraw-Hill, 305 pp., \$16.95

This book is like having tech support at your fingertips 24 hours a day! Contains answers to the most important and frequently asked questions concerning Notes databases, servers, and administration. This book will provide the steps you need to perform the task at hand or solve your problem through a more efficient and money-saving way. Every question and solution has been compiled and tested for technical accuracy by the support experts of Corporate Software Inc., one of the world's largest providers of tech support. Very valuable for anyone working with Lotus Notes. —GM Order no. DC572357



Using Lotus Notes

Mark Schulman, Que, 375 pp., \$24.95

Good hands-on tutorial for the leading corporate groupware productivity product. Introduces basic features and benefits, explains electronic mail and data bases, teaches advanced editing and mail techniques, formulas, remote operations and customization. Geared for DOS/Windows 3.1 and OS/2 environments using Lotus Notes version 3. Clear explanations accompanied by window and menu figures point out correct terms, product use and differences between environments. —RD Order no. DC569957

SMDS Wide-Area Data Networking with Switched Multi-megabit Data Service

Robert W. Klessig/Kaj Tesink, Prentice Hall, 528 pp., \$50.00

This tutorial/reference provides an in-depth perspective on SMDS and shows how SMDS uses a variety of networking architectures. Focuses on SMDS service features, and potential customer applications. Discusses the four methods of SMDS access; SMDS Interface Protocol (SIP), Data Exchange Interface (DIX), Frame Relay and ATM. Explains the use of SMDS by bridges and routers, examines the relationship of SMDS to network protocols TCP/IP, OSI, AppleTalk, XNS, NetWare, Vines and others. Presents a detailed description of SMDS management with the Customer Network Management Service (based on SNMO). Appendices include SMDS interest groups and sources of additional information. To date this is the only book on this topic. —RD Order no. DC596839

Novell's Dictionary of Networking

Peter Dyson, Sybex, 341 pp., \$17.95

As more and more networks grow, so does the confusion. This book is designed to help people deal with the terms, abbreviations, acronyms and jargon they encounter in everyday networking environments. Provides definitions of networking terms, and general computer-related terms, industry standards, and leading hardware and software companies. As an easy reference, it provides a brief definition and cross reference, where applicable. —AA Order no. DC575060

X.500 Directory Services: Technology and Deployment

Sara Radicati, VNR, 59 pp., \$39.95

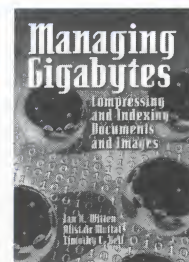
Written by a principal designer of the X.500 standard, this book provides a general overview of directory services. It covers naming and addressing, database design, and replication techniques. It describes the X.500 architecture and how it works, while providing detailed explanation of how to build and manage X.500 directories. Includes a brief overview of the 1993 X.500 extensions. Describes the use of X.500 with X.400 message handling systems. A valuable reference for networking professionals. —SL Order no. DC579478



Managing Gigabytes: Compressing and Indexing Documents & Images

I. Witten/A. Moffat/T. Bell, VNR, 429 pp., \$54.95

Tells how to manage large files (gigabytes of data), how to compress and fast-access them. To illustrate the power of the methods described, a fully operational and replicable storage and retrieval system is profiled. Also covers indexing and text compressing methods, image compression standards (including textual images), document layout recognition and template techniques. —EB Order no. DC580169



Handbook of Networking & Connectivity

Gary R. McClain, Academic Press, 415 pp., \$39.95

An overview of network design, installation, and management of WAN, MAN, LAN, and enterprise-wide networks. Covers principles of OSI and its layering; implementation of TCP/IP in an SNA environment; basic structures and concepts of ISDN, SONET, and X.25; comparison of Ethernet and Token Ring. It also covers LAN disaster recovery planning and how to select tape backup systems. A valuable resource. —SL Order no. DC557276

ISDN and Its Application to LAN Interconnection

Dervis Z. Deniz, McGraw-Hill, 254 pp., \$35.00

Presents Integrated Services Digital Network (ISDN) and looks at the interconnection of LANs to ISDN and to each other through ISDN. Focuses on simulating LAN-ISDN interfaces, architectures, standards, protocols, services and performance. Emphasizes channel management, superchannels and bandwidth management (rate and queue based). Discussion is limited to N-ISDN (narrowband), no B-ISDN. For network managers and a technical audience; not a tutorial. —RD Order no. DC572954

Networks in Action: Business Choices and Telecommunication Decisions

Keen/ Cummins, Wadsworth, 742 pp., \$49.95

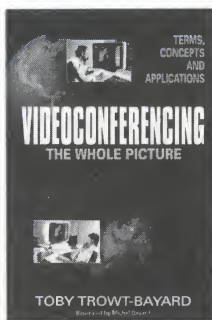
This practical text for MIS, business and network students, brings together the technical and business aspects of telecommunications. Core thesis is a four-step framework of choice, definition, design and economics. The business organizational and economic focus does not neglect the technology: terminals and workstations, transmission links, standards, architectures, network design and quality operations. A very good text. —RD Order no. DC538845

More Networking and Data Communications

Videoconferencing: The Whole Picture

Toby Trowt-Bayard,
Flatiron Publishing,
458 pp., \$24.95

Introduction and overview of the terms, concepts, and applications with practical emphasis on how to compare, purchase, and profitably put systems to work. Describes applications with case studies. Shows how the technology works, video compression standards and what they mean, large and small group systems, multipoint conferencing units, LANs, WANs, using ISDN, and how to pick a videoconferencing carrier. Product descriptions (including 33 for desktop) and company profiles save you some legwork. 85 pages of topic-specific glossary. Nice assemblage of what's available on the subject at this time. —TR Order no. DC594213



Spread Spectrum Communications Handbook

revised edition
Simon et al., McGraw-Hill, 1,226 pp., \$99.50

This revised single-volume edition is the most comprehensive and authoritative reference in this field. Provides a theoretical basis and practical applications in spread spectrum communications (coherent, noncoherent systems), frequency-hopped systems, modulation techniques, pseudonoise tracking and synchronization of spread spectrum systems. Declassified military applications are very noticeable, but the special topics section includes the use of spread spectrum in multiple access networks and commercial applications such as the CDMA digital cellular system, high density voice systems and mobile communications. —RD Order no. DC573811

Neural Networks in Telecommunications

Ben Yuhas/Nirwan Ansari, Kluwer, 369 pp., \$105.00

46 contributors from academic and corporate research centers present this comprehensive technical overview and in-depth description of telecom tasks and neural network applications. Discusses switching, routing, AIM traffic control, neural nets in B-ISDN systems and language verification. More profound is the ability of neural nets to learn. This aspect lets neural nets resolve telecom problems where heuristic solutions do not exist. This leads to information filtering, image vector quantization and a neurocomputing approach to optimizing the performance of a satellite communication network. —RD Order no. DC570632

Network Design Essentials

Ed Tittel/Margaret Robbins,
Academic Press, 282 pp., \$24.95

An excellent hands-on guide to network planning and implementation. Step by step, the book shows how to budget and negotiate with contractors. It gives smart network buying techniques. A tool for managers involved in any phase of network development. Appendix includes a vendor list and a glossary of network terms. —DJ Order no. DC577910

Client/Server

Client/Server Computing: Architecture, Applications, and Distributed Systems Management

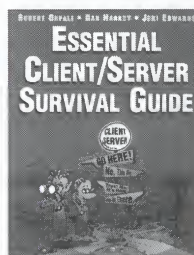
Bruce Elbert/Bobby Martyna, Artech, 352 pp., \$69.00

Explains and analyzes enterprise-wide downsizing/rightsizing from mainframe to client/server. Reviews strategic applications, explains network architectures (protocols, OSI, SNA, etc.), builds the client/server model and develops applications. Discusses front end/back end software and middleware APIs. Clarifies industry-supported environments (OSI, X/Open, UNIX). Analyzes groupware and future trends. Good objective and balanced approach to this computing arena. —RD Order no. DC563405

Essential Client/Server Survival Guide

Robert Orfali/Dan Harkey/Jeri Edwards, Van Nostrand Reinhold, 527 pp., \$24.95

A guide in the best sense; it shows you where to go and how to get there. This book is packed with solid technical and strategic information, plus it's witty and fun to read. (Even the standard legal disclaimer has a punchline!) The authors cover a lot of ground and cover it clearly. They explain client/server computing and how C/S fits with different operating systems from PCs to mainframes (not describing Macs). They describe client/server communications, SQL database servers, DCE, data warehousing, and transaction processing. They tackle groupware (especially Lotus Notes) and distributed objects. Especially valuable: names of products that work and the ones that don't, and why. Orfali and Harkey design and build client/server systems using distributed objects for IBM. Edwards is the Director of Transaction Processing and Client/Server Software Development at Tandem Computers. One of the most useful—and enjoyable—C/S books. —VE Order no. DC609706

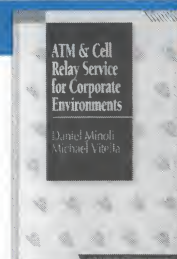


ATM

ATM & Cell Relay Service for Corporate Environments

Daniel Minoli/Michael Vitella,
McGraw-Hill, 384 pp., \$44.00

A comprehensive and authoritative reference to the ATM technology and cell relay service. The book provides an overview on the basic ATM concepts and protocols. Details ATM LANs and the ATM adaptation layer. Discusses cell relay service (definition, traffic and performance). Covers the uses of CRS for video and multimedia applications. Also covers the migration of pre-ATM networks to ATM and ATM carrier trials and deployment status. The first book that explains the costs of using ATM, and the first to explain how to bill ATM costs to your clients and to internal departments. For network administrators, analysts, equipment/software developers, and information providers. —SL Order no. DC573000



ATM Asynchronous Transfer Mode User's Guide

William A. Flanagan,
Flatiron Publishing, 198 pp., \$24.95

An overview and reference for potential users or new ATM users who want to familiarize themselves with Asynchronous Transfer Mode. Covers such topics as putting information into ATM cells, breaking frames into cells, ATM connections and cell switching, backbone services, applications and equipment. Also contains an appendix on SONET transmission and broadband framing. Suitable for managers and ATM industry marketing staff. —RM Order no. DC594208

Modems

New Riders' Guide to Modems

Esther Schindler, New Riders, 369 pp., \$24.95

Nice user-friendly tutorial takes you on an easy logical tour of modem lore and usage. Begins with, you guessed it, what is a modem, through hardware and software installation to using and trouble finding. Along the way you learn about fax/modems, bulletin board systems (BBSs), online services and journeys on the Internet. Nontechnical guide, certainly recommended as a first book for all apprehensive and confused DWCs, (Driving Without a Clue) people. After you have been clued in, may we recommend a follow-on book? *The Modem Reference*, 3rd edition, by Michael Banks (Brady, Order no. DC495550) covers those telecomputing subjects in greater detail and with more technical information. —RD Order no. DC581424

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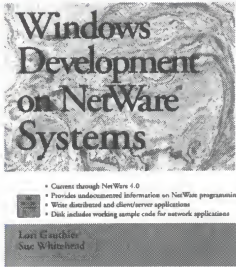
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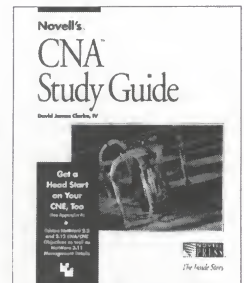
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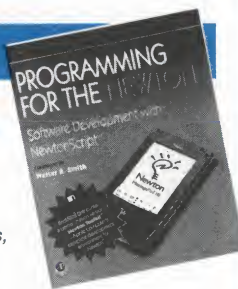
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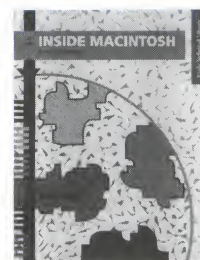
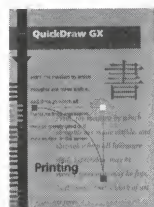
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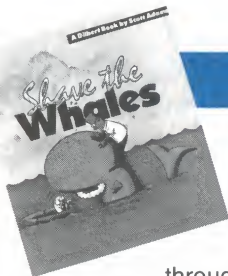
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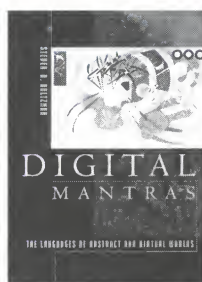
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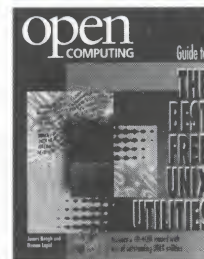
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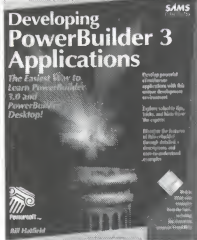
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Glenn Searfoss, Van Nostrand Reinhold, 420 pp. + disk, \$49.95

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Programming for the 29k RISC Family

Daniel Mann, Prentice Hall, 372 pp., \$33.00

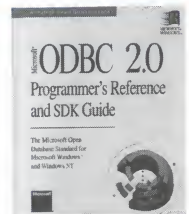
Notes and literature on Advanced Micro Device's 29K chip were hard to come by until now. Customizing the 29K for your own design is now made easier, especially for embedded application development. Code examples are in a ready-to-use format for real embedded systems. Among the topics discussed are 29K interrupts, assembly level programming, operating system concepts, the implementation for the Translation Look-Aside Buffer to software controlled caches, as well as the application debugger tools such as the MiniMON29K and the GDB (GNU Debugger). —GC Order no. DC550223

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Microsoft, Microsoft Press, 808 pp., \$24.95

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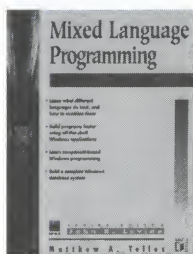
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Steve Rimmer, Windcrest/McGraw-Hill, 434 pp. + disk, \$34.95

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Borland C++ for Windows Programming

Steven Holzner, Brady, 557 pp. + disk, \$40.00

Updated for Borland C++ 4.0, this is a perfect book for beginning C++ Windows programmers. Assuming that you already know C, it quickly introduces you to C++ and then proceeds to Windows programming. The use of OWL libraries and the Resource Workshop are shown in some of the many examples. The companion disk contains the examples in the book plus a few other useful examples. —LS Order no. DC548785

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Peter van der Linden, Prentice Hall, 353 pp., \$32.00

Most C books are filled with dry and boring prose about C syntaxes, libraries, and pointers... until now. Van der Linden combines comical anecdotes as well as instructional programming tips on C. Covers C++ language characteristics such as polymorphism, declarations, inheritances and multiple inheritances. The differences between "K & R" C and ANSI C are deftly explained as well as virtual and cache memory, stack segments under different platforms, and C arrays and pointers. Anecdotes explain the \$20 million bug held in the asynchronous I/O library, and the 1962 forced explosion of a \$12 million rocket because of an error in programming. At the completion of this book you will not get a cookie, but you will get a Certificate of Merit (which is at the end of chapter 11) for burning the midnight oil studying this stuff. Don't be shocked if you find yourself *wanting* to read this book instead of *having* to read it! —GC Order no. DC569150

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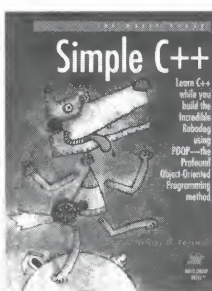
Alex Leavens, M&T Books, 407 pp. + disk, \$39.95

A comprehensive guide to creating Windows applications using Visual C++ 1.5. Topics include developing, maintaining and defining Windows hooks, setting up multiple views, defining system messages. It also covers the integration of OLE 2, Microsoft Foundation Class, and Leavens's Graphics Objects Class in building applications. The accompanying disk includes the complete source code Universal Graphics Library (UGLY) as well as source code for all sample applications. —SL Order no. DC583458

Simple C++

Jeffrey M. Cogswell, Waite Group, 252 pp., \$16.95

Some of us may remember Jeffrey Cogswell from his days of writing about Commodore computers. Certainly, one thing is clear: he hasn't changed much. He still presents his examples in a humorous style and in an entertaining manner. This tutorial and reference presents C++ as a first programming language (no more difficult than any other language). Heartily recommended. —PatP Order no. DC581780



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Alan Shuchat/Fred Schultz, Addison-Wesley, 318 pp. + disk, \$26.95

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Transform Methods for Solving Partial Differential Equations

Dean G. Duffy, CRC Press, 489 pp., \$69.95

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Continuum Mechanics

D.S. Chandrasekharai, Academic Press, 595 pp., \$69.95

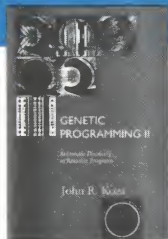
Instead of the cumbersome task of explaining each theory application-by-application (either solid mechanics or fluid mechanics), continuum mechanics unifies both solid and fluid mechanics "under one roof". True continuum mechanics does not get underway until chapter four. Those with previous knowledge about tensors will appreciate the deformation specifics in chapter five. Other chapters focus on instantaneous motion of continuum, stress concepts, plus the development of the governing equation (i.e., linear elasticity and mechanics of nonviscous and Newtonian viscous fluids). Copious examples and exercises, this is a most helpful tool for the physics/engineering student. —GC Order no. DC577952

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Soft Computing



Genetic Programming II: Automatic Discovery of Reusable Programs

John Koza, MIT Press, 746 pp., \$45.00

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Mark Kantrowitz, Prime Time Freeware, 121 pp. + 2 CD-ROMs, \$60.00

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Belur Dasarathy, IEEE Computer Society, 381 pp., \$55.00

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David A. Schum, Wiley, 545 pp., \$74.95

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Paul John Werbos, Wiley, 319 pp., \$54.95

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Earl Cox, Academic Press, 615 pp. + disk, \$49.95

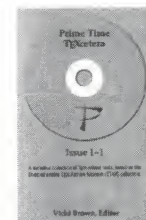
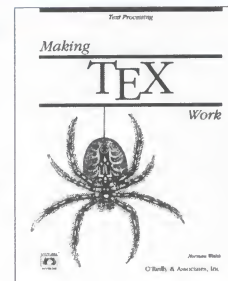
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Norman Walsh, O'Reilly, 483 pp., \$29.95

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Vicki Brown, Prime Time Freeware, 96 pp. + CD-ROM, \$60.00

A definitive collection of TEX-related tools, materials, fonts, macros etc., from the Comprehensive TEX Archive Network (CTAN).

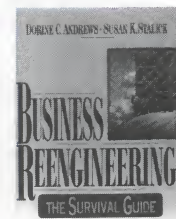
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Dorine C. Andrews/Susan K. Stalick, Prentice Hall, 302 pp., \$24.95

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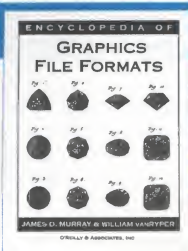
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Graphics

Encyclopedia of Graphics File Formats

James D. Murray/William vanRyper, O'Reilly, 900 pp. + CD-ROM, \$59.95



A very good three-part reference on graphics file formats. Introduces and reviews computer graphic basics, bitmap, vector and metafiles, platform dependencies and file conversion. The excellent reference section (480 pages) contains 87 file formats in alphabetical order, everything from Adobe Photoshop through Microsoft formats to Zenographics ZGM. This is also one of the few publications that contain MPEG-2 file format information. References contain overviews, file organization, file details (including relevant headers and code) and access to additional information. Also has the file identification byte fields and byte attribute allocations (hex) where appropriate. Appendices contain data compression and multimedia information. CD-ROM contains format specification documents, test images, example code, and shareware DOS, Windows, OS/2, UNIX and Macintosh viewers and tools. Certainly a recommended reference. —RD **Order no. DC605057**

Graphics Gems IV, PC version

Paul S. Heckbert, Academic Press, 575 pp. + disk, \$49.95

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Graphics Gems IV, Macintosh Version

Heckbert, Academic Press, 575 pp. + disk, \$49.95

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Tzay Y. Young, Academic Press, 584 pp., \$85.00

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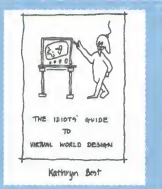
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How to Digitize Video

Nels Johnson/Fred Gault/Mark Florence,
Wiley, 464 pp. + CD-ROM, \$39.95

Not just another product roundup, this book gives practical tips on capturing digital video. Starting with a brief overview of multimedia, it tells you realistically what type of equipment (both computer and video gear) you need and how much it costs. Then it gets down to business and tells you how to tune your system for both performance and the best video quality. CD-ROM includes QuickTime for Windows, QuickTime for Mac, and dozens of clips in QuickTime and Video for Windows formats that demonstrate the techniques in the book. (What does a dropped frame look and sound like? How do different ways of replacing the missing frame compare? How do different window sizes, frame rates and audio sampling rates affect quality?) This is a very good book for anyone interested in digitizing video on a PC or Mac. —GP Order no. DC567305

How Did They Do It?

Computer Illusion in Film and TV

Christopher W. Baker, Alpha Books, 182 pp., \$20.00

Computer-generated special effects have been enhanced and nourished by

advertisers and have moved onto the big screen in such blockbusters as *Jurassic Park* and *Terminator 2*. This book documents the progress of the field and gives insight into how the finished work was created, and what to expect in the future. —SC Order no. DC570449

Multimedia Authoring: Building and Developing Documents

Scott Fisher, Academic Press, 286 pp., \$34.95

For multimedia document creators, this book offers structural guidance on how to lay out information. It gives advice on when to use different kinds of information architectures. Teaches technical writers, developers of online help, and online encyclopedias how to "think multimedia". —FB Order no. DC576126

The Idiot's Guide to Virtual World Design

Kathryn Best, Little Star Press, 44 pp., \$10.95

Elements in a virtual world most users take for granted (and parts that designers may miss) are addressed in this fun little book. E.g. Why shouldn't we just simulate reality in a virtual world? How do spatial design problems apply to virtual space? And, how do users communicate with each other? VR is an emerging technology with an emerging design process. This is an "idea book" to help explore potentials of this new medium and boost new/alternative design approaches for virtual world design. Entertaining reading for the serious, and for the curious. —CC Order no. DC603699

The Magic of Interactive Entertainment

Mike Morrison, Sams, 325 pp. + CD-ROM, \$39.95

This color book takes a look at the past, present and future of interactive entertainment. A good overview of the newest multiplayer, home gaming, portable gaming products (including game strategy), simulator multimedia, the technology to create and run them, and how the products are tested and marketed. For insight and insider info, it includes bits of commentary from industry leaders and workers, game programmers and developers. Has a chapter on interactive television (ITV), and one devoted to education. The companion CD-ROM has more than 80 playable demo versions of many of the best entertainment and educational titles. Special bonus: the complete retail versions of *VistaPro 1* (PC) and *Distant Suns 1* (PC/Mac) from Virtual Reality Labs! —BH Order no. DC561900

The Virtual Reality Construction Kit

Joe Gradecki, Wiley, 340 pp. + disk, \$27.95

An introduction to "garage" virtual reality. Provides instructions for building 14 inexpensive pieces of VR gear from scratch (motion trackers, 3D goggles, 3D mouse, 3D sound systems) or by converting existing hardware. The disk includes the software to make the projects work on your PC and some ready-to-run virtual worlds (with source code and programming tips). —EB Order no. DC567153



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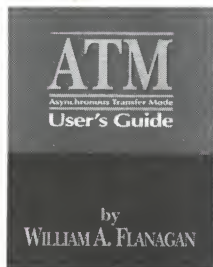
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